

pd4rpg

pressun press

1. introduction

Public Domain Role-Playing Game module to change the maximum roll from forty to four. Rules remain the same except where noted here. Players roll 1d4¹ to determine the "High Roller" who creates conflicts for all other player characters.

2. dice assignment

The maximum value of any trait is four. Trait value determines amount of dice rolled.

3. conflict

Player must roll higher² than difficulty an amount equal or greater than difficulty to succeed. Amount of dice rolled³ equal damage dealt. Mortals may receive four damage before death.

range	cover	difficulty	#	roll	suit	draw	dreidel	spin
Close	Partial	Easy	1	2, 3, 4	♠	♣, ♦, ♥	Shin	Nun, Hei, Gimel
Near	Half	Tricky	2	3, 4	♣	♦, ♥	Nun	Hei, Gimel
Far	Broad	Hard	3	4	♦	♥	Hei	Gimel
Distant	Full	Wicked	4	4	♥	♥	Gimel	Gimel

4. collaboration

Sum total of dice rolled or cards drawn must be at or under four.

5. level

Maximum level is four.

6. notice

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¹ Playing cards or dreidel may be used instead

² Maximum of four

³ Re-rolls do not count to damage